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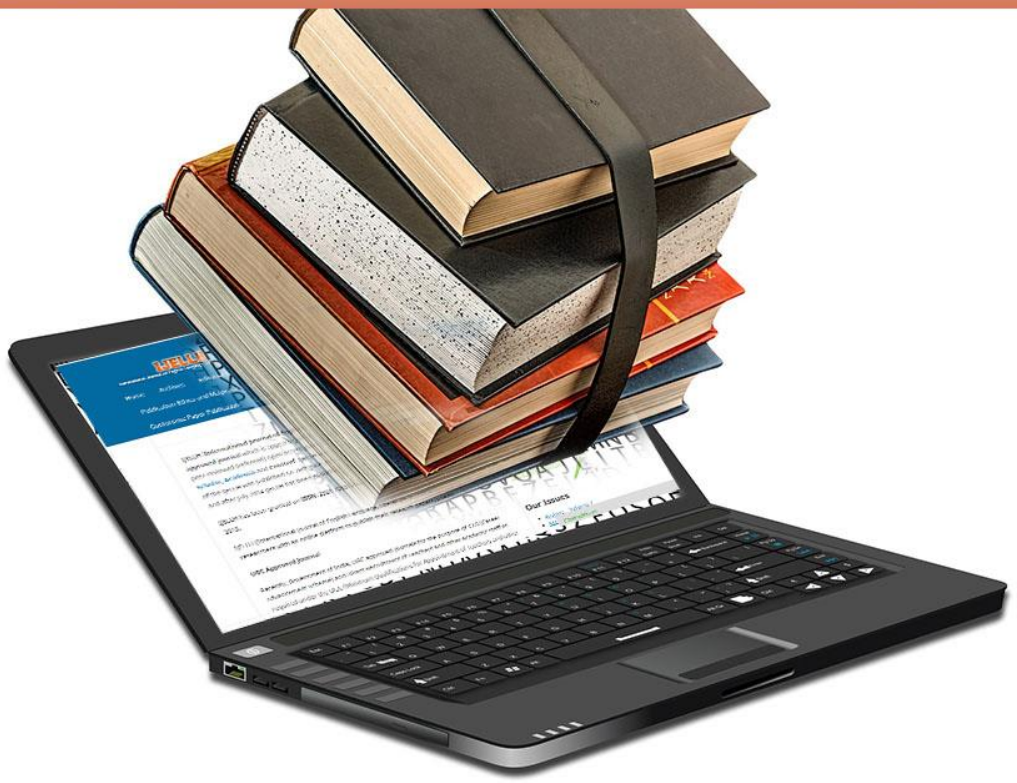

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Humanities Gaming: A Play Way Method To Enrich The Creativity Of Learners To Enhance Skill In English Language

Abstract

The panoptic term globalization has made English as a global language that act as a bridge to connect the world. The main objective of this paper is to enhance the creativity skills of learners through digital video games. Games call for new literacies that exceed traditional reading and writing skills through their mechanics, procedure and multimedia interactions. Digital games demand new ways of perceiving and working. Video games can create more innovativeness and create virtual digitalized environment among the learners. Inadvertently the learners can acquire many new vocabularies from digital video games. It helps the learners to communicate and acquire the needed potential. Digitalized environment facilitate the learners

to improve the communication skills in casual settings. This environment can provide a vivid contrast to the traditional classroom. In language acquisition process, learner acquires language in a subconscious way during which they are unaware of grammatical rules. Therefore video games will create a digitalized environment, where the learners can acquire the language unconsciously and begin to communicate in English.

Keywords: Digital video games, Creativity, Global language, Digitalized Environment, virtual classroom, Acquisitions, communication skills.

We breathe in our first language and swim in our second language

-Adam Gopnik

Introduction

The term digital humanities have been floating around over a decade. Even though, many books and journals attempted to give an accurate idea of what is digital humanities is, nothing could explain the nuances and satisfy the queries related to it. One of the definitions that could bring out the diverse and dynamic nature of digital humanities is defined by Mathew.G. kirschenbaum in his article "what is digital humanities and what's it doing in English departments". According to him, digital humanities are more similar to a common methodological outlook than an investment in any one specific set of texts or even technologies. It develops a culture that values collaboration, openness, nonhierarchical relations and agility. Digital humanities are an innovative method is a two way relationship between the human and digital culture.

The digital humanities is also known as humanities computing, it is an field of study, research, teaching, and invention concerned with the obliquity of computing and the disciplines of the humanities. It is a methodological by nature and interdisciplinary in scope. The digital humanities involves investigation, analysis, synthesis and presentation of information in

electronic form. The new phase of digital humanities is combining both isolation and connectivity, it is a world of Electronic companions. Sometimes the digital environment provides much of our modern life and leaves us less concerned with people and make more connected to digitalized environment. It studies about how these media affect the inculcations of modern scenario especially among learners environment in which they are practiced. In the present era, everyone knows the value of language. The world is becoming more competitive and there is an afflictive necessity for language competency. Language is needed for every purpose and much importance is given for language learning.

English Language in the Present Era

In the history of the world, English language has faced so many trials and dilemma in the growth and still it has established a unique place. There is no doubt; English was certainly the language of British.

In the present world, English has become an International commodity like mobile phone, internet and computer. In twentieth century, English was considered as an International language, it has many language users around the world and presently it is known as global language. There is a vast difference between being an international language and global language. English language considered as a "Global language" for communication purpose. Moreover in earlier days, English was considered to be a language intended for communication. But at present, it has become a skill, which can give life for everyone; who tries to master it.

Language Learning Through Internet

The English language serves as the world wide language for internet usage. Even vernacular language can be used in the internet. It can never replace the individuality of

English language over internet. Thus, a person can acquire enough knowledge through online sources. At the same time one can learn plenty of definitions, explanation and so on. The world has got many different thinkers from so many different languages, but English is the only source of medium which could carry their new innovative ideas inventions across to the people of various languages around the world.

Language Skills

Language skills are divided into four main types, based on the functioning of the language. They are:

- Listening
- Speaking
- Reading
- Writing

Creativity also plays a vital role to add flavor to the above four skills. All these skills in the language play an important role in the language learning process. In the English language teaching field, this classification is also known as LSRW and creativity. This is how the learners can acquire any kind of language. Listening and Speaking are oral skills, in the same way Reading and Writing are written skills.

Of all these skills, no particular skill can be learnt or used in isolation. No one skill can be said to unique among the rest. All these skills are equally important; on the other hand all these skills are Interdependent. One skill supports all the rest of the skills, still each skill has its own functioning. To be competent in communication, one must be competent in all the other skills of the language.

Digital Humanities

The Digital humanities (DH) is the intersection of computing or digital technologies and it has associated with several fields of humanistic computing, social computing and media studies. The DH assimilate with both digitized and born digital materials, DH combines to methodologies and traditional humanities such as history, philosophy, linguistics, literature, art, archeology, music and cultural studies. DH provides tools by computing such as hypertext, hypermedia, data visualization, data mining, information retrieval, statistics, text mining, digital mapping and digital publishing. The related subfields of DH are software studies, platform studies and critical core studies. Digital humanities has some values and methods, the values are Critical & Theoretical, Iterative & Experimental, Collaborative & Distributed, Multimodal and Performative, Open & Accessible. There are several methods of digital humanities.

The researcher has chosen one of the method Humanities Gaming for learners, who are naturally creative and adopted to digitalized environment. Using Humanities Gaming method as a tool to improve their creative thinking of young learners encompassed with digitalized environment and making them to learn a new vocabulary, grammar or sentence structure to make practice by the process of their thinking, it will be a great strength for learners in future. The humanities gaming fantasize them to learn and grab new ideas in the course of time.

Humanities Gaming

The humanities gaming method is a process of learning through video games and it is an interdisciplinary and collaborative process of network through the designs, development and user experience of technology in humanities gaming environments. In DH the humanities gaming encompassed a wide range of work such as building digital collections, constructing geo-temporal visualizations, analyzing large collections of data, creating 3D models, re-

imagining scholarly communication, facilitating participatory scholarship, developing theoretical approaches to the artifacts of digital culture, practicing innovative digital pedagogy and so on.

This paper is to enhance the creativity skills of learners through humanities gaming. Digital Games call for new literacies, that exceed traditional reading and writing skills through their mechanics, procedure and multimedia interactions. Digital games demand new ways of perceiving and working. Humanities gaming can kindle more innovativeness and create digitalized environment among the learners. Inadvertently the learners can acquire many new vocabularies from humanities gaming. It helps the learners to communicate and acquire the needed potential. In language acquisition process, learner acquires language in a subconscious way during which they are unaware of grammatical rules. So humanities gaming creates a digitalized environment, where the learners acquire the language unconsciously and begin to communicate consciously in English.

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